

SHADOWS
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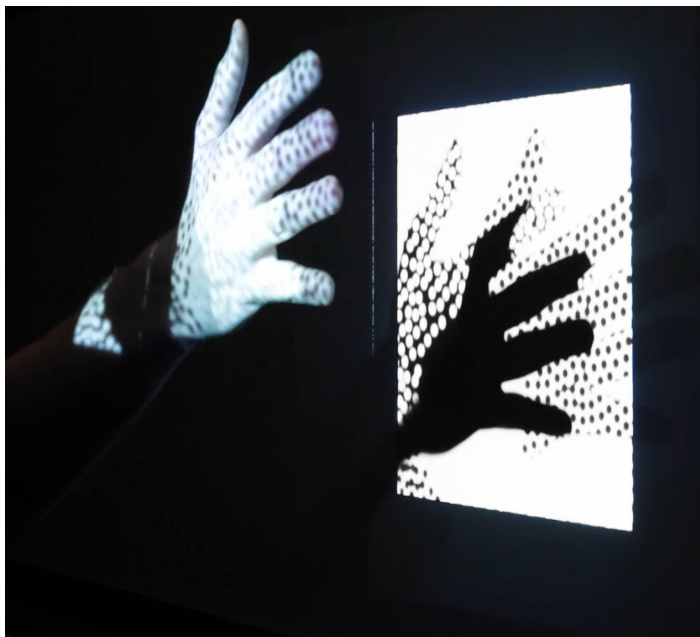
RESEARCH THEME:
Shadows

Shadows appear and disappear based on environmental light conditions. During their temporal existence shadows provide time and spatial information, they provide a sense of depth, define the geometry of our environment and can inform us about time of day, even seasonal changes. The ability to perceive ourselves and our surroundings is based on our shadows, when our shadows are mimicked or manipulated our ability to gather information from our surroundings disappears.

SHADOWPLAY

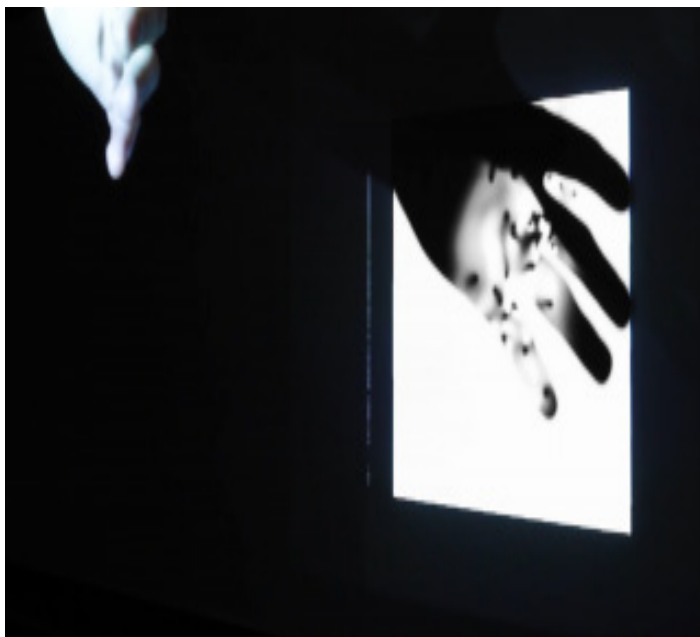
Kyle McDonald

‘Shadowplay’ shows an experimental interaction paradigm built with the Projector Camera Toolkit, developed during Guest Research Project v.1 at YCAM Interlab by Kyle McDonald. The videos below demonstrate ‘shadowplay’ experiments, built around the idea of using two projectors that are perfectly aligned. The projectors display the inverse images of each other, so that without interference the screen appears white. When an object enters the space, the structure hidden in the projection is revealed in the shadows.



[Rhttp://vimeo.com/37090460](http://vimeo.com/37090460)

ShadowPlay01



<http://www.creativeapplications.net/openframeworks/shadowplay-by-kyle-mcdonald-experimental-interaction-paradigm-at-ycam/>

ShadowPlay02



AUGMENTED SHADOWS

Joon Y. Moon

//Augmented Shadow// is a design experiment producing an artificial shadow effect through the use of tangible objects, blocks, on a displayable tabletop interface. The project plays on the fact that shadows present distorted silhouettes depending on the light. Augmented Shadows take the distortion effect into the realm of fantasy. Shadows display below the objects according to the physics of the real world. However, the shadows themselves transform the objects into houses, occupied by shadow creatures. By moving the blocks around the table the user sets off series of reactions within this new fantasy ecosystem.



AugmentedShadows01



AugmentedShadows01



STREAMS AND FLOWS

Commissioned by Stavanger

A new, creative illumination of our railway station subways will give us safer traffic and walkways. Luminous "shadows" are created by all movements – from people walking, jumping, dancing or bicycling. Each person may play or perform to create their own special pictures and effects. One of the Stream installations opened on the 6. march 2008. Streams and Flows allow children to be playful, and grown-ups to be children again!



<http://www.watercolours.no/streams-and-flows/category/188.html>

Strommer01



http://www.youtube.com/watch?v=z-kRun7dBYU&feature=player_embedded

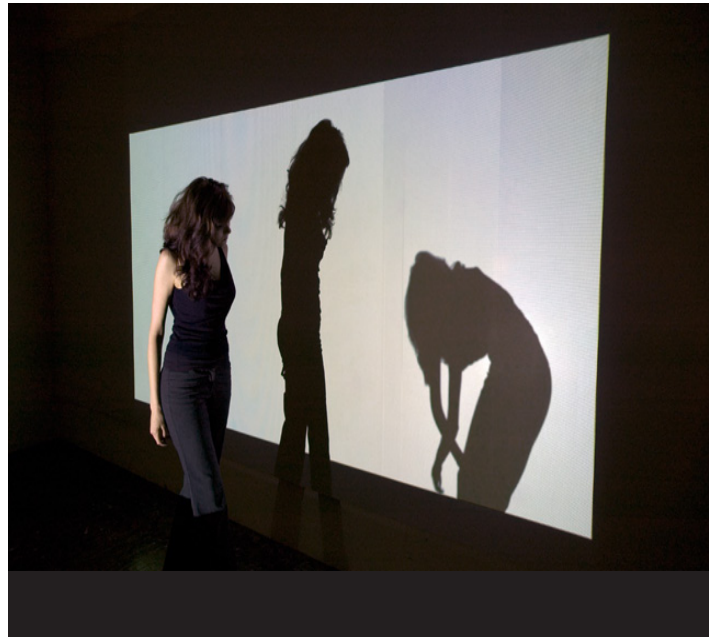
Strommer02



SHADOWBAG

Scott Sona Snibbe

Shadow Bag captures his shadow and re-projects it onto a screen with unpredictable variation. Sometimes there is no response: the projector acts merely as a light source casting the viewer's true shadow; sometimes a disembodied copy of the viewer's shadow comes immediately towards him from the other side; at other times, the shadow follows him, often without his knowledge. The responding shadow might be the viewer's, and at other times someone who came before. Occasionally when a viewer touches one of these disembodied shadows, it collapses like a corpse. The title of the work refers to Carl Jung's use of shadow as a psychological term to describe our repressed and unconscious selves.



ShadowBag01

<http://www.snibbe.com/projects/interactive/shadowbag/>



http://www.youtube.com/watch?v=yb14DJ7ptpQ&feature=player_embedded

CURIOUS CREATURES

James McGilchrist

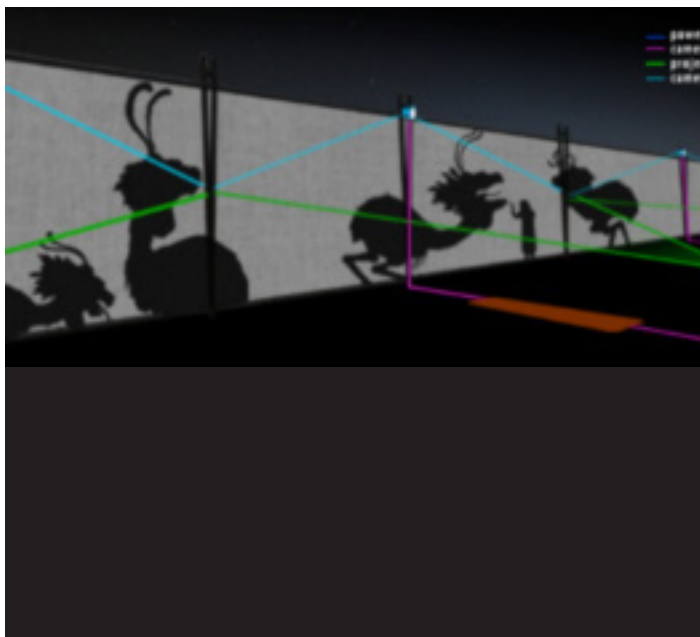
Strange encounters are reported from the festival site as strange and beautiful creatures venture in from the surrounding woods...

Beyond the confines of the festival fencing exists a hybrid parallel world inhabited by strange and beautiful creatures. Strange encounters are reported from the Splendour in the Grass festival site as Curious Creatures venture in from the surrounding woods. Revealed at first by the sounds of twigs crunching under their weight and wailing cries, shadows cast on perimeter fencing both festival punters and wild creatures alike are startled by the presence and close proximity of each other. Inside the perimeter fencing audiences are offered a lucid glimpse into this augmented reality with opportunities to engage in playful encounters with the digital shadows kindling both intimate and hostile engagements. In the illusion of this alternate reality the narrative unfolds over the 3 day event to the explosive music festival audience.



<http://vimeo.com/29233934>

CuriousCreatures01



http://www.splendid.org.au/our_projects/curious_creatures.shtml

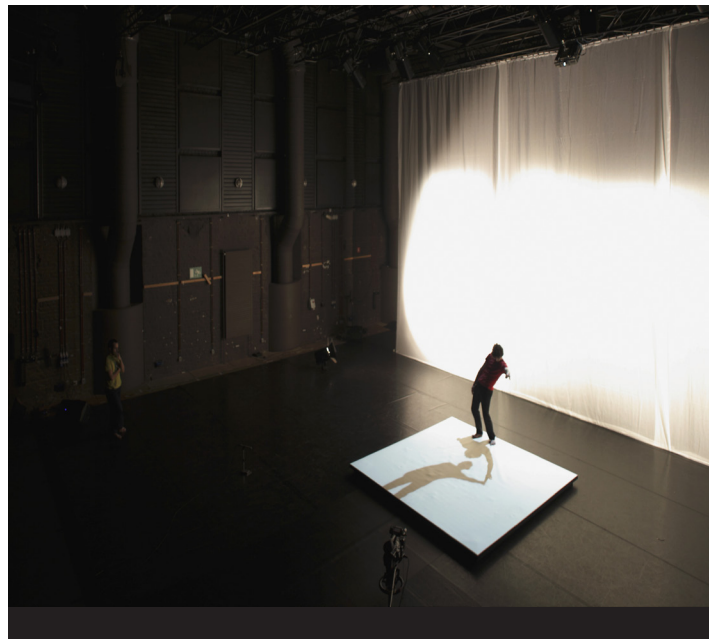
CuriousCreatures02



SHADOWING

Pipo Tifel

Discovered in childhood, our shadow fascinates us in our early years and goes with us invariably, and most of the times secretly, throughout the rest of our lives: everyday spectrum, doppelganger, trace of our living soul; neat but fragile, mysterious human negative on the verge of immateriality. 'SHADOWING' uses technology as a means to give back its visitors the opportunity to live again and dive into one of the most intense and purest moments of our childhood: the first encounter with our shadow. Carlos Fernández López, London, june 2011 The shadow as visual interface "When I enter the space I perceive my own shadow. It is visible in front of me as if there was a strong direct light source behind me. I walk some steps further in to see if the shadow follows my movements which it really does. I step on the platform and my shadow suddenly separates from me." The play with the own shadow correlates to Rudolf von Laban's credo that „everybody carries a dancer in himself“. The projection mirrors an immaterial body and an augmented self-perception to the dancer's insight. Without knowing and without being educated, the visitor - through playing with his interactive shadow - experiences, feels and choreographs movement. Playfulness and curiosity lies in all of us, everybody is a dancer.



Shadowing01



<http://www.thueringer-allgemeine.de/startseite/detail/-/specific/Die-Zunge-sieht-und-das-Auge-schmeckt-Ausstellung-im-Neuen-Museum-Weimar-2020572074>

http://www.youtube.com/watch?v=zsaTaGMq_w&feature=player_embedded

REAL LIFE IS RUBBISH

Tim Noble and Sue Webster

British-born and -based artists Tim Noble and Sue Webster skilfully skirt the boundaries between beauty and the shadowier aspects of humanity, playing with our perceptions as well as our notions of taste. Many of their most notable pieces are made from piles of rubbish, with light projected against them to create a shadow image entirely different to that seen when looking directly at the deliberately disguised pile.



<http://momaps1.org/exhibitions/view/60>

RealLifeisRubbish01



RealLifeisRubbish01



BODY MOVIES

Rafael Lozano-Hammer

Body Movies transforms public space with interactive projections measuring between 400 and 1,800 square metres. Thousands of photographic portraits, previously taken on the streets of the host city, are shown using robotically controlled projectors. However the portraits only appear inside the projected shadows of the passers-by, whose silhouettes can measure between two and twenty-five metres depending on how close or far away they are from the powerful light sources positioned on the ground. A video surveillance tracking system triggers new portraits when all the existing ones have been revealed, inviting the public to occupy new narratives of representation.



BodyMovies01

http://www.lozano-hammer.com/body_movies.php



BodyMovies02

http://www.youtube.com/watch?v=Pd_L4IT4ugg&feature=player_embedded



SHADOW 3
Shila Gupta

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<http://www.flyinthe.net/07sh3.html>

Shadow301



http://www.youtube.com/watch?v=WYQ-vsDGZUo&feature=player_embedded

Shadow301



LETTERHEADS

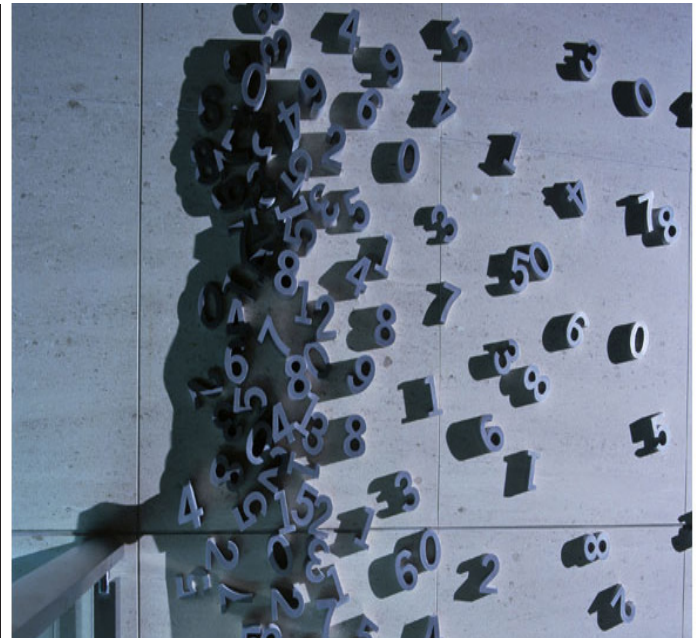
Simurai

The LetterHeads is a Firefox demo that lets you experience interactive shadow art. It allows you to create art similiar to that designed by artist Kumi Yamashita.



Letterheads01

[https://developer.mozilla.org/en-US/demos/detail/the-letter-heads/
launch](https://developer.mozilla.org/en-US/demos/detail/the-letter-heads/launch)



Letterheads02

<http://simurai.com/>